Unity game engine

Game: **Subnautica**

Concept: **2018 underwater action adventure/ survival game**

Developed by: **Unknown Worlds Entertainment**

Team size**: 16 people collaborating from** **the United States, to Australia, France, Thailand, Poland, Estonia, the United Kingdom and more**

Announced on December 17, 2013, with Charlie Cleveland as the director and lead gameplay programmer.

Early access versions of *Subnautica* were released on December 16, 2014

The full version of the game was released on January 23, 2018

The development team opted to use the unity engine rather than Spark, the engine used for the company's previous game, *Natural Selection 2*.

*Subnautica* producer Hugh Jeremy justified this decision because of the different demands that the game places on the engine.